





압도적 스케일의 감동 판타지 바로 참여하기































# shortened to limspace) is a type of Locational Dimension that express Liminal Properties, and may greatly Habitability. Most Liminal Spaces are

A Liminal Space (sometimes

WIKI CONTENT ▼

in: Work in Progress, Backrooms, Liminal Spaces, and 5 more

vary when it comes to Size, Danger and infinite<sup>[1]</sup>, non-euclidean environments which often invoke feelings of uncanny

The Lobby, which is the most well known

familiarity, eeriness, nostalgia, and apprehension upon those who end up within them. The laws of physics and nature cannot be relied on within Liminal-Spaces despite the increasing number of Human settlements.

A common theme of Liminal Spaces is an 'abandoned' or empty caricature of a familiar place or environment, often being transitional in some form, such as hallways, waiting rooms, parking lots and rest stops. While this definition is the most common type of environment present in Liminal Spaces, it should be noted that Many Liminal Spaces also take the form of places that are simply nostalgic, dreamlike, and/or uncanny, with the absence of people becoming their only unifying trait (Except in constructed settlements).



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tertwined with a specific itional access to them. Due to limensional<sup>[2]</sup> species. Most , instead overtime mutated and Recent Images







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# Types of Liminal Spaces 🔗

- Liminal Systems: Liminal Spaces often can connect and amalgamate together into what is known as a Liminal System or Cluster. These Systems can be composed of hundreds or even thousands of Liminal Spaces.
- **Sub-Spaces**<sup>[3]</sup>: A "full" Liminal Space that is part of a Liminal System. A common colloquial term for such a dimension is the term 'Level'.
  - Enigmatic Sub-Spaces: More difficult to access, and much more mysterious Sub-Spaces. Many of these lack an ordinal placement within their systems, instead having unknown positions.
- Transitional Spaces [4]: A Liminal Space which is located in a intermediary
  position between Reality and a Liminal System, or a Limspace otherwise
  also connected to Reality. These often allow transport between Reality and



- a Liminal System, although this is not necessarily the case. These may also take the form of a location in reality with liminal properties, often acting as a gateway for transport between reality and liminal systems.
- **Semi-Transitional Spaces:** A unique variant of Transitional Space that has 2 different types, these being the "System-Type" and "Baseline-Type".
  - System-Type: System-Type Semi-Transitional spaces physically exist in reality, but can only be accessed via full transitional or liminal spaces.
  - Baseline-Type: Baseline-Type Semi-Transitional spaces are locations in reality with liminal properties, acting much like a pocket dimension.
     They don't necessarily lead to a liminal space/system. (but they can in some cases.)
- Intra-Spaces<sup>[5]</sup>: Distinct Limspaces that are related or connected to a
  larger parent level. They may either directly part of their parent level or still
  connected while existing in a separate space. These are usually naturally
  created, but some circumstances or methods have allowed the creation of
  new Intra-Spaces.
- Inter-Spaces [6]: Limspaces located between two separate Limspaces. In some cases they may act as a 'bridge' between the two Sub-Spaces.
- Micro-Spaces<sup>[7]</sup>: Typically distinct locations that are too small to be considered their own level.

# How are Liminal spaces Created? •

Liminal spaces are 'corrupted' timelines which often manifest in strange and unusual forms based out of the nostalgia and memories of those who inhabit them. Their laws of physics often contrast with what you would consider normal. Most known Liminal Spaces are either created by as of now unknown events leading to their Castrovalence rising above 1, which is catastrophic for the integrity of spacetime leading to a big-crunch like event. This event transforms a timeline subject to this event into a Liminal Space.

In some more enigmatic cases the dimensional collapse events has not clearly happened, instead a pocket dimension may be formed via unknown means. The phenomenon of Liminal Spaces taking the form based off of the collective nostalgia of the area it is entered from is present regardless of the method of creation. Most "Nostalgia-Based" theories attribute Liminal Spaces as an intermediary between Reality/Existence and Unreality/Non-Existence, with the most notable example of such a Liminal System being The Backrooms, which seemingly inhabits the aforementioned "space" in the multiverse.

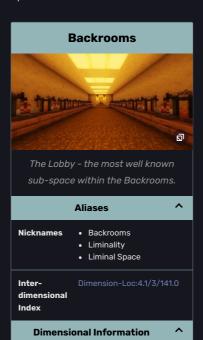
## **Backrooms System**

0

Designation: Limsystem-001

The Backrooms is the largest known Liminal System to be discovered thus far. Rather than as a Liminal Space, it is much better known as a series of enigmatic sub-dimensions where people from anywhere in the multiverse can end up, provided they noclip out of "reality".

The Backrooms can be accessed via any location in the multiverse, although the location within the Backrooms which each location in reality leads to can differ, fitting the



memories of the natives of whatever area enters. For Humans, it takes the form of nostalgic urban rooms and environments for the most part.

Some of the more unusual areas may be ones generated out of the nostalgia of distant alien races.

In modern times methods of reliably creating permanent two-way entrances have been discovered and developed, making accessing the Backrooms fairly easy. Thus, some more adventurous individuals have intentionally used such gateways to enter the Backrooms to explore it temporarily or to permanently move into it. Despite this, a majority of the people within the Backrooms are still people who ended up there by complete accident by accidentally falling out of reality into the Backrooms.

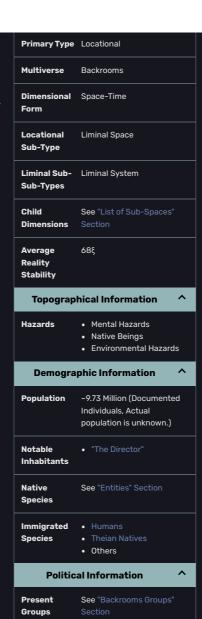
#### Sub-Spaces &

While in the modern academic circle these are known as "Sub-Spaces", many of the inhabitants of the Backrooms colloquially call the various realms that make up their dimension "levels". Level is the archaic term for a Limspace part of the Backrooms System. This name was created before extensive scientific understanding of the nature of Liminal Spaces and their multiple instances separate from the Backrooms due to its distinct nature as being the first to ever be discovered.

The 'levels' are typically divided by a door, floor, or can only be accessed from no-clipping. They collectively make up the Backrooms and house all things within the system. It is not entirely understood how the levels are 'positioned' in relation to one another, though studies into the subject are ongoing.

#### List of Sub-Spaces 🔗

- Blue Dreams
- Crush Depth
- Decrepit Hospital
- Heaver
- Inverted Reality
  - Four Dimensions
- Lonely Road
- Neverending Concrete



**Navigational Information** 

in

Ву

Accessible

Variable (To

Yata's Dimension)

Interconnectivity 8/10

16127 BGS (First

Encountered by Humanity)

Being unlucky, and

sent there)

into it. (A small, vet

• 141 (First Documented in Common Era)

noclipping out of reality

random chance of being

• Intentional accessing via

constructed portals

- Neverending Staircase
- The Chasm
- The Crooked House
- The Dark Forest
- The Dark World
- . The Facility
- The Lobby
  - Yellow Land
- The Manle Forest
- The Miet
- The Sewer

#### List of Sub-Spaces (OUTDATED) 🔗

- Level 17 "The Edge"
- Level 17.1 "The Train"
- Level 18 "The fountain of youth"
- Level 19 "Hotel Backrooms"
- Level 20 "Hollow Iceberg"
- Level 21 "Truffle Cavern"
- Level 22 "Goliath"
- Level 23 "Gargantuans"
- Level 24 "Timeline Island"
- Level 25 "Apartment Void"
- Level 26 "The Space Ocean"
- Level 27 "Infinitopolis"
- Level 28 "The Dirt Cavern"
- Level 29 "Drowned School"
- Level 29.5 "Blue Forest"
- Level 30 "Disparity"
- Level 31 "Shipwreck"
- Level 32 "The Cruise"
- Level 33 "Pillars"
- Level 34 "Basalt Cavern"
- Level 35 "Walled City"
- Level 36 "The Metro"
- Level 37 "The Gateway"
- Level 39 "Dissonance"
- Level 41 "Portal Matrix"
- Level 42 "The Railway"
- Level 43 "Vertigo"
- Level 44 "Cold Islandia"
- Level 45 "The Pillars"
- Level 46 "Dead Church"
- Level 47 "Crimson Tunnels"
- Level 48 "Pylons"
- Level 49 "Swimming Pool"
- Level 50 "Creepspawn"
- Level 51 "The Lighthouses"
- Level 52 "the backroom"
- Level 53 "Folded Forest"
- Level 54 "Fractured Sea"
- Level 55 "The Forest"
- Level 56 "The Pizzaria"
- Level 57 "Flooded Basement"
- Level 58 "Flooding Cave"
- Level 59 "Construct"
- Level 60 "Isles of Blood"
- Level 61 "Archive"
- Level 62 "Dark Cavern"
- Level 63 "Overgrown Reactor"
- Level 64 "Submarine Halls

- Level 65 "Courtyard"
- Level 66 "The Forgotten"
- Level 67 "Interconnected Asylum"
- Level 69 "French Square"
- Level 106 "Suburb street"
- Level 120 "Misty Caves" THIS LEVEL HAS BEEN REDACTED FROM THE SDSB BACKROOMS DATABASE
- Level 333 "Library of Wan Shi Tong"
- Level 420 "Winter Home"
- Level 666 "The Convention"
- Level -320410120023999212123123912399249923232.493 "In Between"
- Level -43922812245.1 "Voidzone"
- Level -43922812245.2 "Borderzone"
- Level Fun
- Party Hub
- Level Happy!
- Nour Poom
- Antarctica "The Fallen Continent"
- Trollae Containment Zone
- Honevcomb Insulation
- Level Jov!
- A page with nothing in it
- Level Boredom
- Level -42 "Latina Nuclear Plant"
- Level -18 "The Fountain of Death"
- Level -2 "Corrupted Passages"
- Level -1 "Brick Stairs"
- Level -0 "Flipped Reality"
- The End
- Gardenrooms

# 

Designation: Limsystem-002

The Outer Rooms were a collection of several liminal spaces which existed until the MV209 event, which either destroyed them or eliminated all connections method to them.

# List of Sub-Spaces Ø

all of thesde are incomplete VVV

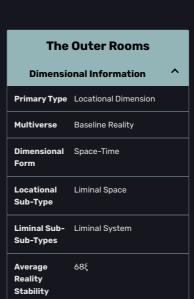
- New Frontier
- Level 40 "Doorway"
- Level 38 "Damp Hallway"

# Living Rooms System

Designation: Limsystem-003

The Living Rooms is the first safe and stable Liminal System to be discovered, with the entrance found in a mansion located east of Alephitis, Tritonien.

List of Sub-Spaces 🔗



Living Rooms			
Dimensional Information ^			
Primary Type	Locational Dimension		
Multiverse	Baseline Reality		
Dimensional Form	Space-Time		
Locational Sub-Type	Liminal Space		
Liminal Sub-	Liminal System		

- The Hallways (Located within the mansion.)
- The Diner
- The Modern Lounge
- The Garden
- The Penthouse

Sub-Types		
Average Reality Stability	68ξ	

# The Deeprooms &

Designation: Limsystem-004

In the year 209 a catastrophic event happened in the New Frontier, Damp Hallway and Doorway limspaces, which were all once part of the Backrooms. The Event, which was named "MV209" ("Multiverse '209") was caused by Fracture being completely healed, which simultaneously caused entrances to the three limspaces to stop working as intended. It is thought that they were completely, because all communications from SDSB operatives in the 3 levels cut

The Deep Rooms			
Dimensional Information ^			
Primary Type	Locational Dimension		
Multiverse	Backrooms?		
Dimensional Form	Space-Time		
Locational Sub-Type	Liminal Space		
Liminal Sub- Sub-Types	Liminal System		
Average Reality Stability	68ξ		

approximately 18 minutes after the initial MV209 event. Following MV209, anyone who attempted to use the former entrances to these three levels would "Go somewhere deeper". Until the year 281, nothing was known about this "deeper" area. Until a full drone-investigation began into the area. It seems to be a system of enigmatic liminal spaces found deep down below underneath the entirety of the backrooms.

The 'Deeprooms' are completely barren of native life/entities. Despite the lack of entities there is still a constant feeling of being watched.

#### List of Sub-Spaces Ø

wip

# Solitary Liminal Spaces 🄌

Solitary Liminal Spaces are are independent and not considered part of a Liminal System. They are often isolated and solitary by nature.

#### List of Solitary Liminal Spaces *>*

• Realm of the Forgotten [Designation: Limspace-000]

## Entities 6

The term "entity" - originally a colloquial term originating from the days before the Secure-Defend-Subjugate Backrooms - covers a wide variety of beings, from friendly, sapient inhabitants, to mindless beasts, to creatures whose motivations and abilities are beyond our understanding. Each entity has unique behaviors, inhabitats, and physiological needs, often making them very unpredictable [9]. When in doubt, it is advised to avoid disturbing them, for both your and their safety.

In general, an "Entity" can refer to anything that lives in the Backrooms.

#### List of Entities 🔗

Black God

- Broodling
- Crew
- Gravites
- Knowledge Gatherer
- Maintenance
- Mirages
- Neighbor
- Nuntius
- Purities
- The Creep
- Trollge
- Ultor
- Wan Shi Tona

# **Enigmatic Entities A**

"Enigmatic Entities" are a specific sub-group of entities capable of widespread destruction or instability, often having wide-reaching implications to reality as a whole. Most enigmatic entities are dangerous and unpredictable, though a rare few are more benevolent and cooperative. Most possess unique, often 'anomalous' properties and behaviours which are yet to be understood or explained.

## Phenomena 🔗

There are a plethora of strange, unexplainable occurrences which occur within Liminal Spaces – unexplained, unnatural occurences that are typically not fully understood. These are known for defying the laws of physics, pushing the bounds of ideas such as time and euclidean geometry, bending reality as we know it. As these phenomena can include a wide array of inexplicable events, it is advised to use caution when exploring sub-spaces that are unexplored or poorly understood.

### Nihilantis Effect

The Nihilantis Effect is a strange phenomenon caused by excessive duplication. It is estimated that it happens once in every 2500 duplications, but research shows it can be made artificially, given enough energy.

An example of the Nihilantis effect taking place in the Decrepit Hospital. The redshifting may or may not be a result of the reflection of light around the object due to repulsitivity, however this may also be partly attributed to the effect itself.

Utilising replication technology can be an arduous task in

Liminal Spaces due to the Nihilantis effect, which is a strange phenomenon that causes some duplicated items to appear as if the viewer had double vision. This duplicate object can be interacted with, however it adheres to different laws of physics. Instead of having attractive gravity (although extremely small given the density, this can vary,) it obeys the laws of antigravity, and instead it repulses matter. Again, this effect is not visible to the naked eye or even microscopes, but an object with large enough density could almost certainly have visible properties. The atoms of the object, when inspected, are consisted out of antiprotons and antineutrons, which are made out of antiquarks, (and even very rarely, strange and charm quarks in their normal variant) with a nucleus orbited by positrons. As it is further investigated, the anti-object shows mostly opposite traits to normal objects. However, the SDSB is researching the qualities of the anti-objects caused by the Nihilantis

effect, and are yet to discover whether the anti-object has negative mass. Currently, their weighing scales only show it as either positive or even 0, propagating this theory. If proven to be true, it becomes a good candidate for the hypothesised 'exotic matter,' which demonstrates strikingly similar properties.

# Objects &

Objects are tools, weapons, consumables, or other items used or found by the inhabitants of Liminal Spaces. Many of these follow the rules of their reality, being found as mere decorations for individual Limspaces, while others are real-world objects altered by a Limspace upon entyy, and some are even created by the myirad of people who reside within Limspaces. Some may be dangerous, while others may be crucial for survival - thus identification of objects is extremely important if one wishes to make use of them.

## List of Objects **6**

- Brood Renellent
- Fracture Weld
- Golden Syrup
- Maple Syrun
- Noclipper
- Rift Projecto.

# Groups &

Countless organizations or groups have forged their existence in a myriad of liminal spaces. Groups have their particular objectives and justifications for which they are developed. Factions, groups, and organizations can be varied, including varieties such as; task groups, command groups, religious groups, and many others.

## List of Groups 🔗

See Main Page

#### **Liminal Spaces**

show

- 1.  $\uparrow$  Though "bounded" Limspaces aren't unheared of.
- 2. ↑ In the perspective of the Liminal Spaces
- 3. ↑ Also known as "Levels" or "System Spaces"
- 4. ↑ Also known as "Middle Rooms" or "Thresholds"
- 5. ↑ Also known as "Sub-Levels"
- 6.  $\uparrow$  Also known as "Sub-Layers".
- 7. ↑ Also known as "Rooms"
- 8.  $\uparrow$  All people who entered it before the invention of gateways entered it via this method.
- 9. ↑ Atleast compared to wildlife from Baseline Reality

# **Categories**



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